GAME DESIGN, MINOR

Website: https://www.washburn.edu/academics/interdisciplinary-studies/game-design.html

If you want to work in the growing field of game design, this minor will provide a strong foundation you can tailor to your area of interest. This minor will fit particularly well with the requirements of a major in art, computer information science, mass media's film and video concentration, or mathematics but is open to students in all majors.

Minor Requirements

The optional minor in game design will fulfill the fifteen hour requirement from among the following classes:

Code	Title	Hours
Required Courses		
Select five courses from the following list, three of which must be either AR 222, CM 390, MA 361, or MM 303: [1]		15
AR 222	Video Game Design	
AR 326	2D & 3D Digital Animation	
AR 333	Digital Painting and Drawing	
BU 260	Business Plan Development	
CM 390	Special Topics/Computer Information Science (Game Programming)	
EC 306	Game Theory and Applications	
MA 361	Game Design	
MM 303	Video Game Storytelling	
Additional classes as approved by the advisor of the minor may include:		
HI 300	Topics in History (Ancient Greece)	
HI 300	Topics in History (Medieval Experience)	
HI 300	Topics in History (Pirates of the Caribbean)	
HI 300	Topics in History (Traditional Japan)	
HI 334	Civilization of Ancient Rome	
EC 200	Principles of Microeconomics	
Total Hours		**15**

[1] No more than two classes from a single department will count towards this minor.